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\$2.65 CAN
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MTV's
MUSIC TELEVISION

BEAVIS AND BUTT-HEAD™



TRICK OR
TREAT,
DUDE...

YEAH!
GIVE US FREE
CANDY!!

GARL DURN! DON'T YOU
BOYS KNOW HALLOWEEN
WAS **LAST** NIGHT?

RICK
PARKER



DIRECT EDITION
01011



BEAVIS AND BUTT-HEAD the game

**SUPER NINTENDO
GAME GEAR**

**GENESIS
GAME GEAR**

Hey Beavis.
Anybody who plays
this video game gets
to act as stupid
as you do.



Heh-heh.
Hm...yeh...uh...
Shut up, nitrod.

Introducing the game that actually lets you control
the destinies of America's leading morons.

AN OFFICIAL
Nintendo



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newmedia**



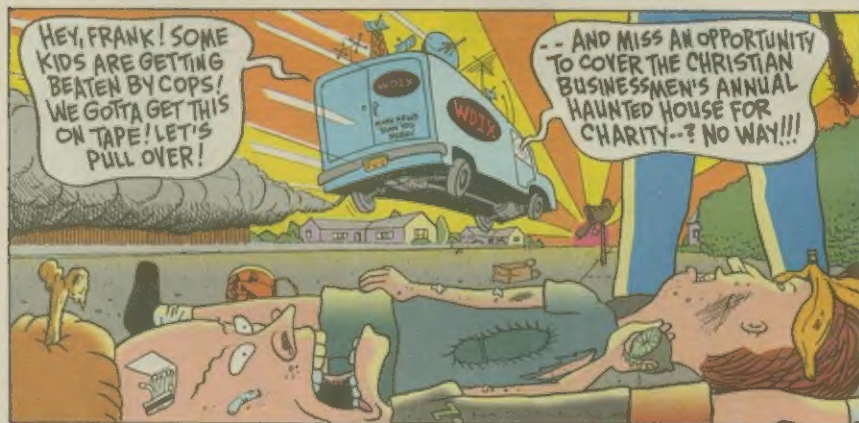
This official seal is your assurance that the product meets the highest quality standards of Super Nintendo. This game and accessories with this seal fit to be sure that they are compatible with the Super Nintendo and Super Game Boy systems.

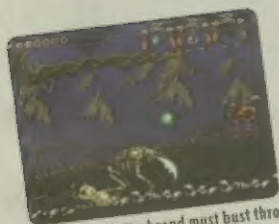
MA-13
Parents Strongly Cautioned
Some Material May Be Inappropriate for Children Under 13

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In the graveyard, Firebrand must bust through Smith's claw to recover the Crest of Fire.



Before he may enter the Demon Realm, Firebrand must confront Somulo, the dragon gatekeeper.



ALL HELL IS ABOUT TO BREAK LOOSE.

Your spine will tingle as you enter the terrifying Ghoul Realm, where the evil Phalanx has hidden the magical, powerful stones of the Demon's Crest in his plot to form a destructive empire. Their return is up to you and Firebrand, a flame-spitting gargoyle who morphs into unique and powerful forms—each with startling attacks and powers. To restore peace, you must conquer Phalanx and his minions on seven treacherous levels by collecting weapons, gems and treasures. It's a hell of a way to have fun.

CAPCOM



Firebrand morphs into the Tidal Gargoyle, in an effort to shoot the Holoturion snail.





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Our new acne pads
are bigger than before...



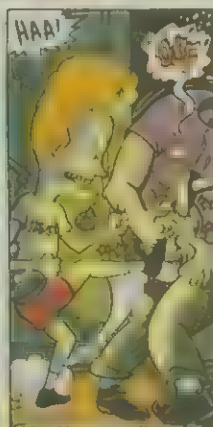
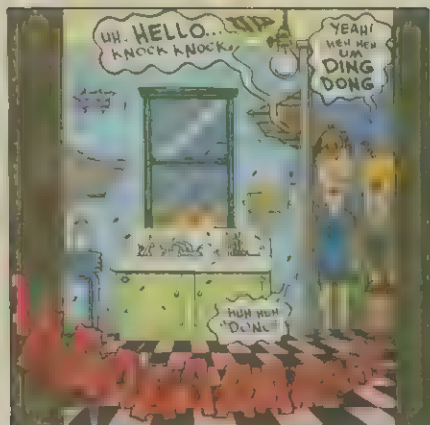
...to clean away dirt and oil
better than before.

(It's that simple!)

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SIMPLE PIMPLE CONTROL.**

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HAVE THE WORLD'S MIGHTIEST MUTANTS MET THEIR MATCH?

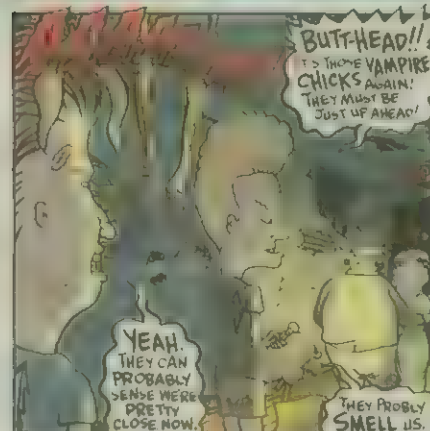
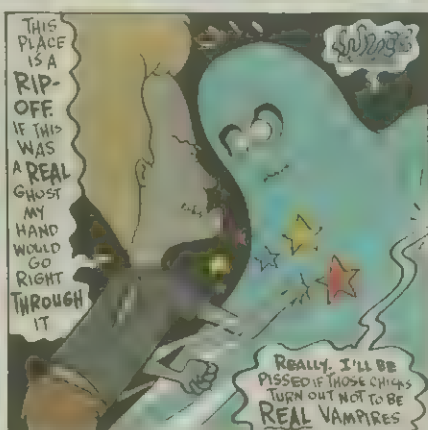
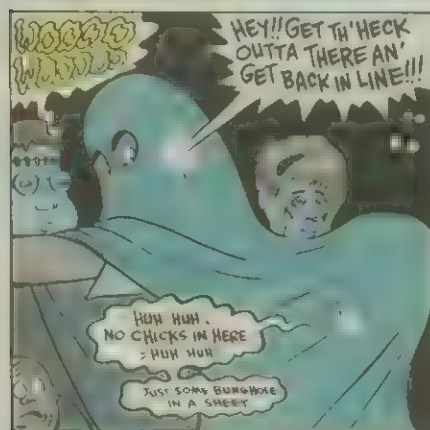
X-MEN
Videos Are Cool
X-Mas Gifts

X-MEN

X-MEN

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IT'S A DEADLY, FUTURISTIC
GAME OF CAT & MOUSE.

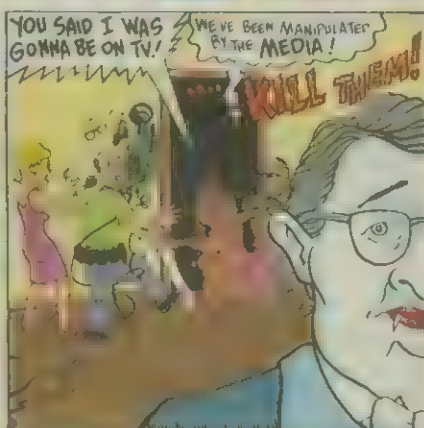
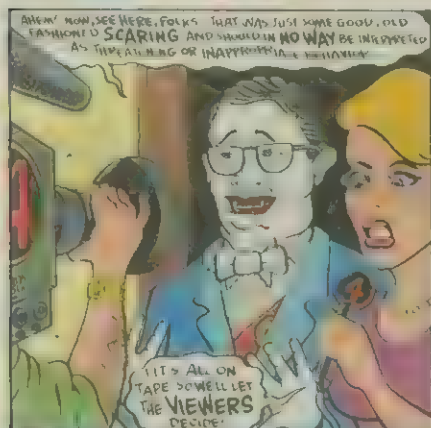
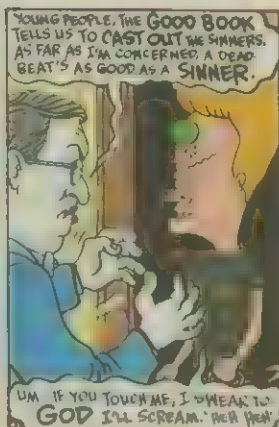
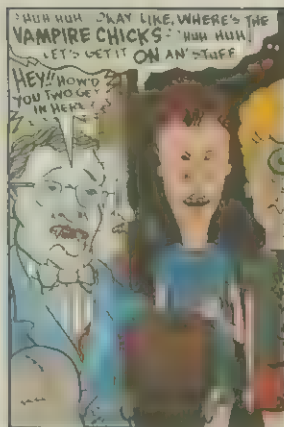
AND
SUDDENLY
YOU'RE
GRAVING
CHEESE.

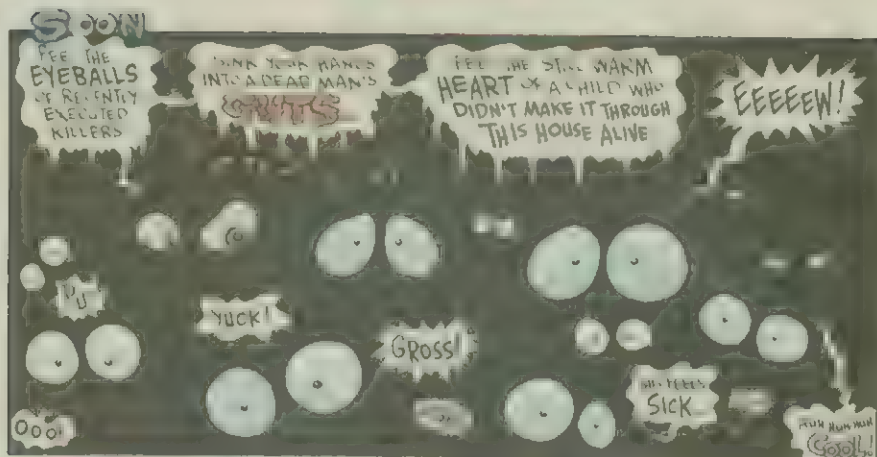
IRON HELIX

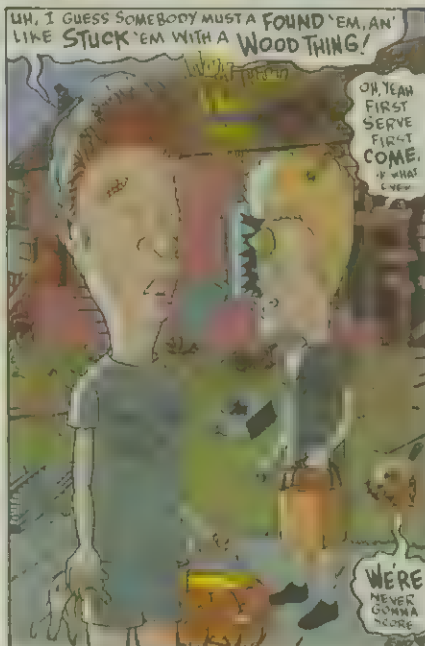
Iron Helix™ 1004 (RPA Best Strategy Game of the Year) is now on Sega CD.

The most intense and exciting action strategy game ever... Iron Helix™ 1004 is a futuristic cat and mouse game where you control a team of elite soldiers in a high-tech environment. The game is set in a futuristic world where you must survive against a powerful enemy. The game is a true test of your strategic skills. The game is a true test of your strategic skills. The game is a true test of your strategic skills.

Sega CD
1004
1004







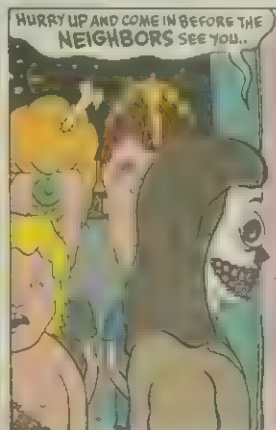
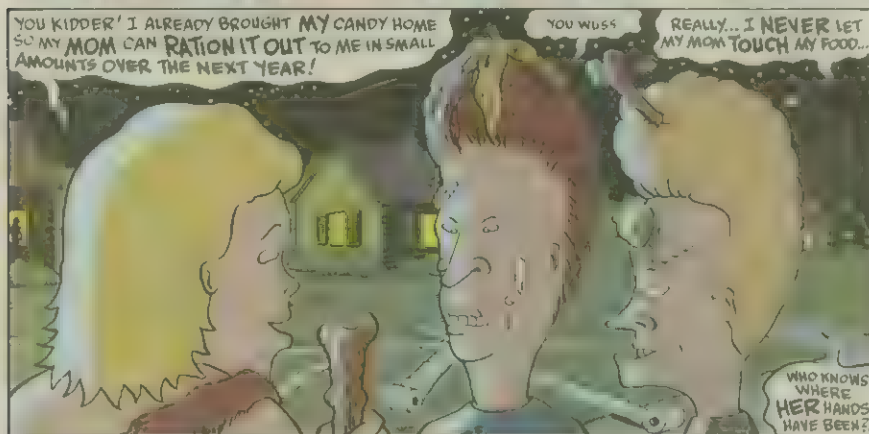
THE PUNISHER

THE MOB
KILLED
HIS FAMILY.
NOW THE
CEMENT SHOE
IS ON THE
OTHER FOOT.

IN SPANISH
IN THREE MONTHLY
FROM MARVEL

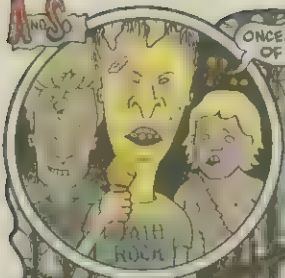








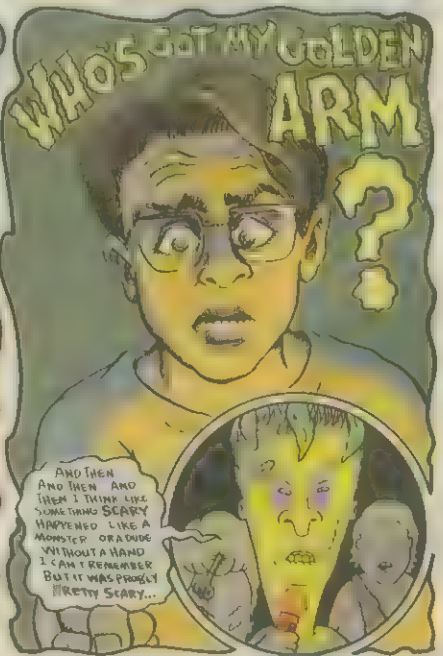
A
AND S



ONCE, THERE WERE THESE THREE DUMMIES WHO WENT OUT CAMPING IN THE MIDDLE OF NOWHERE, AND, LIKE, THEY HEARD THIS NOISE...

WHO'S GOT MY GOLDEN ARM?

WHO'S GOT MY GOLDEN ARM?



AND THEN AND THEN AND THEN I THINK LIKE SOMETHING SCARY HAPPENED LIKE A MONSTER OR A DUE WITHOUT A HAND I CAN'T REMEMBER BUT IT WAS PROBABLY REALLY SCARY...

IT'S LIKE

TO TAKE

ALIEN

M A N.



WILD PICK UP BONUS

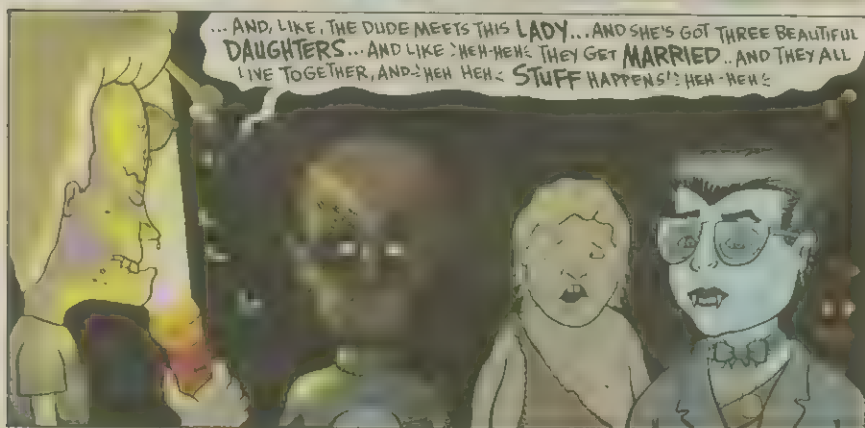
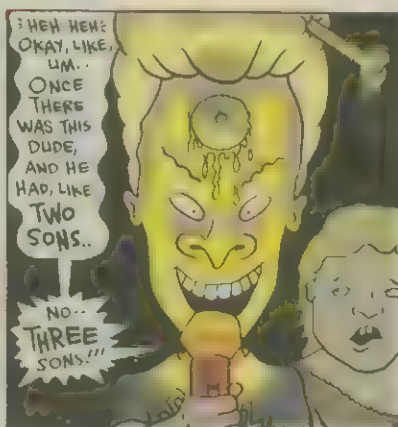
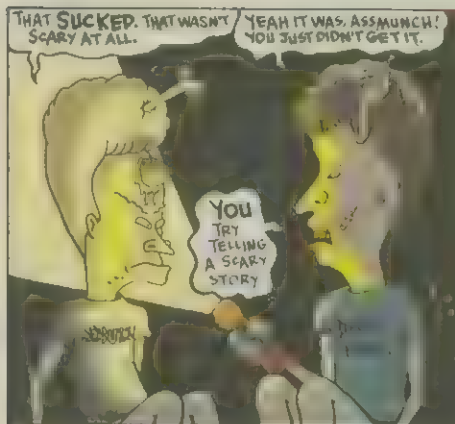


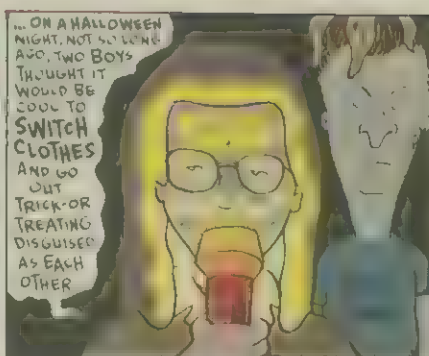
TRUCKS AND TRUCKS



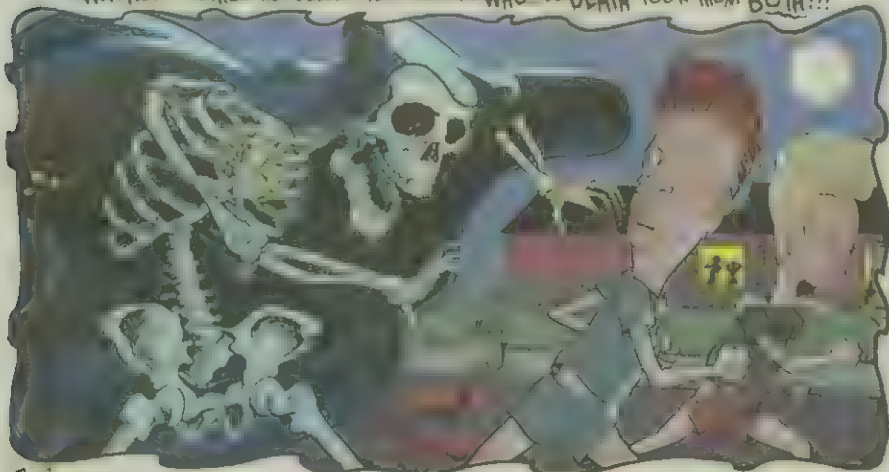
TRUCKS AND TRUCKS

SET YOUR WAY COOL MACHINE FOR THE FAR-OUT FUTURE YOU'RE ON A ROAD RACE TO THE CENTER OF SPACE SCREAMING AROUND 48 TRACKS IN 12 BIZARRE STAR SYSTEMS DRIVING THE HOTTEST CARS OF THE 30TH CENTURY WITH FULL OR SPLIT SCREEN SIMULTANEOUS ACTION FOR 1 TO 4 PLAYERS. PLUS PRIZE BUCKS BOOSTERS A TRACTION BEAMS ARMOR. WAAAAGH! TOP GEAR 3000. IT'S LIKE EIGHT CARS AHEAD. **KEMCO.**

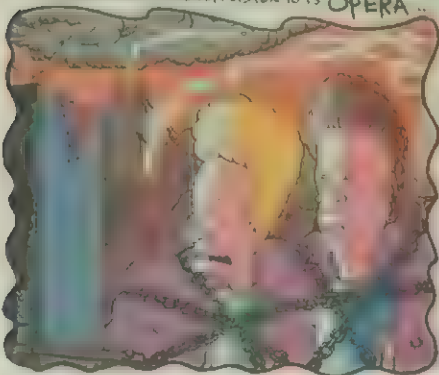




ON THAT VERY NIGHT **DEATH** CAME FOR ONE OF THE BOYS BUT WHEN HE FOUND THEM, BECAUSE THEY HAD SWITCHED CLOTHES HE COULDN'T TELL WHO WAS WHO SO **DEATH** TOOK THEM BOTH!!!



AND TO THIS VERY DAY THEY SIT WATCHING TV IN HELL WHERE EVERY SHOW SUCKS AND THE ONLY MUSIC THEY CAN EVER LISTEN TO IS OPERA..



THAT'S STUPID. IF DEATH TRIED TO GET ME, I'D KICK HIM IN THE NAOS!
YOU DUMBASS DEATH DOESN'T HAVE ANY NAOS THEY FELL OFF WHEN HE DIED



SPIDER-MAN

HYPER

Alex Saviuk has been penciling WEB OF SPIDER-MAN since 1987. He sums up the experience by saying, "It's been a quick seven years... I've had a lot of fun!" Recent ly Alex left the WEB to crawl into an all-new monthly Spider-Man magazine this month, SPIDER-MAN ADVENTURES, which adapts stories from Spider-Man's hot new animated series! Here Alex shares some Saviuk adventures!

Where and when were you born?
I was born in New York City on August 17, 1952.

How did you break into comics?
After attending the School of Visual Arts, where I studied with Will Eisner, the creator of the Spirit, I got my portfolio together and attended the Phil Sauter (comic) convention in '77. There, I met Sol Harrison, who was the President of DC Comics at the time, and he was impressed enough to offer me a job. I did a one-page mystery story for one of their now-defunct mystery comics.

What was the first Spider-Man story you worked on?
AMAZING SPIDER-MAN #292 — the issue where Mary Jane accepts Peter Parker's proposal of marriage.

What can you tell us about SPIDER-MAN ADVENTURES?
SPIDER-MAN ADVENTURES features stories based on the animated series which begins in late October or early November. It has both the classic villains and the newer villains. In the first book, Spider-Man fights the Lizard. Issue two has the Scorpion. Venom will be appearing the Shocker. It's a nice blend of old and new villains. Each issue tells a complete story.

Who are some of your artistic influences?
Well, the first comic I saw when I was a boy was a Superman by Curt Swan, so that's an influence. Same for Dick Sprang's Batman. Jack Kirby. John Romita Sr. Gil Kane. Ross Andru — all the artists from that time period. From

my formative years, the classic art of the 50's — Frazetta, Al Williamson, Roy Krenkel, Wally Wood, Reed Crandall. I also like the illustrators from the early 1920's — Arthur Rackham, N.C. Wyeth. And modern artists like Maxfield Parrish and Lane Decker. I enjoy looking at that illustrative technique. I admire any artists who are enthusiastic about their work. They inspire me to do better.

What advice would you have for aspiring artists?
Draw, draw, draw anything you can see. Roll out of bed, draw your bedroom. Look out the window, draw cars, trees. You might as well learn to draw everything as early as possible. It doesn't hurt to get an art education. Also get a good general education. An artist draws from the experience of the world around him. It's good to be well-rounded.

How many pages do you draw a day?
On a good day, I can draw two pages of full pencils, but that's a very long day! I usually work about eight hours a day, but that's usually split up throughout the day.

If you could only have one food to eat for the rest of your life, what would it be?
Really good pizza! I've already tasted really bad pizza!

Do you have any hobbies?
I enjoy tennis, golf, bowling, playing with my kids — usually we play basketball or baseball — reading, movies, listening to music. There is a wide range of things I do away from the drawing board.

Who do you think should play Spider-Man in the movie?
Just about anybody who is athletic would fit the bill! Charlie Sheen is one name that has been mentioned, and I could go along with that.

Any closing comments?
I'd just like to mention that I'm married to my lovely wife, Jodi, and I have two children, Daniel and Erica. Also, I'd like to let the fans know that comic book artists do other things besides draw comics!



It begins with a simple mission in space — but by the time it's over, Nova will find himself rocketing into his greatest epic yet!

The action kicks off as Nova goes bullet-head to bullet-head with Nova 0-0 — an alternate Nova from another dimension, in issue #12 of the Human Rocket's mag! Writer Chris Marrinello said that the two Novas "lock up a little moon dust" in a story that takes them to Attilan, the home of the Inhumans on the moon! The exiled Royal Family of the Inhumans — including Black Bolt and Medusa — also put in an appearance, as do Nick Fury and the former New Warriors foe, the Star Thief!

Chris is taking a short break from the penciling chores of the book, as Daric Carrasco Jr. fills in for two issues, with Chris returning to double duty (writing and penciling) as of issue #14. Chris hinted that Nova 0-0 is a parallel universe version of someone who is very close to Nova in our dimension! Chris revealed that Nova 0-0's intentions are not evil — he is simply "trying to prepare Nova for the Deathstorm," an unstoppable force which destroyed Nova 0-0's Earth, and will pose a major threat to Nova in issues #13-16!

NOW ON SALE

ALADDIN #3: Beware of princes wearing gifts! By Northing/Higard.

AVENGERS #381: The mystery! By Chris Claremont and John Buscema.

BLACK CAT #1: Black Cat's first solo story! By Peter Dinklage.

BEASTS & BUTT HEAD #10: The best! By Mike & S. Johnson.

CABLE #18: The Dark Riders step a sandstorm of trouble in 1, 2, 3!

CLAN DESTINY #3: Meet two new members of the family. Angel and Kinross! By David Argent.

DANIELOU #1: The man without fear! 160 pages of fearless action!

DOOM #209 #24: It's Double Doom as a second Dux for Doom challenges the Iron! By Moore.

EXCALIBUR DELUXE #84: Kitty Pryde is alone against a possessed "Nightcrawler"! By Ellis/Grosw.

EXCALIBUR #209 #80: Who was he before he became the ghost of the machine? By Karmali/Wit.

G. I. JOE #156: Final issue! You've seen it all! By Hamilton/Scott.

INCREDIBLE HULK #434: Pandemonium reigns at the Pantheon! By

JUSTICE: FOUR BALANCE # OF 4: A new Marvel book is born! By

MARVEL ACTION HOUR: FANTASTIC FOUR #2: The Puppet Master pulls all the strings! By

MARVEL ACTION HOUR: SPIDER-MAN #2: The Mandarin twin stars swirl! By Fend/Hall/Williams/

MORBIUS #28: Morbius returns of his own accord! By Simon/

NOVA #12: Nova has an Inhuman adventure in the room! By

NOVA #13: Nova has an Inhuman adventure in the room! By

NOVA #14: Nova has an Inhuman adventure in the room! By

SPIDER-MAN #53: Parting is pain! Venom is separated from his symbiote! By Macaulay/

SPIDER-MAN #54: Parting is pain! Venom is separated from his symbiote! By Macaulay/

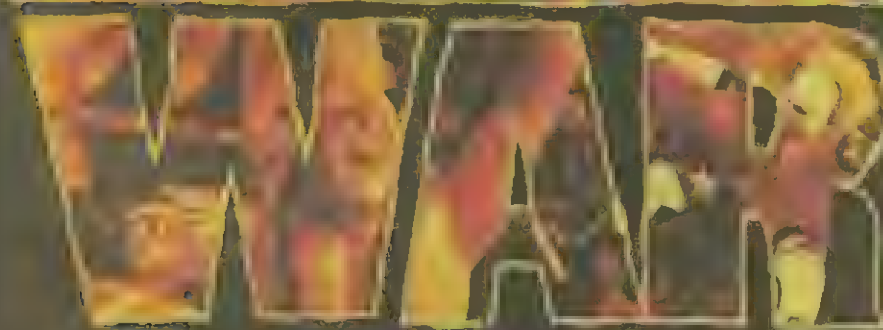
SPIDER-MAN #55: Parting is pain! Venom is separated from his symbiote! By Macaulay/

WATCH #36: Tyrannus takes over Monster Island! By Anand/Chit

WHAT IF #68: What if Spider-Man had never been bitten? By

WHAT IF #69: What if Spider-Man had never been bitten? By

WHAT IF #70: What if Spider-Man had never been bitten? By



ROPER HES

GAME HUY

RAW

GENESIS

CAME CLAY



THE ARMY MEGA MATCH
W/ K. SWEENEY



AND THE BIRD
T. HUNTER



THE
T. HUNTER



THE
T. HUNTER



NEW FINE ART
T. HUNTER

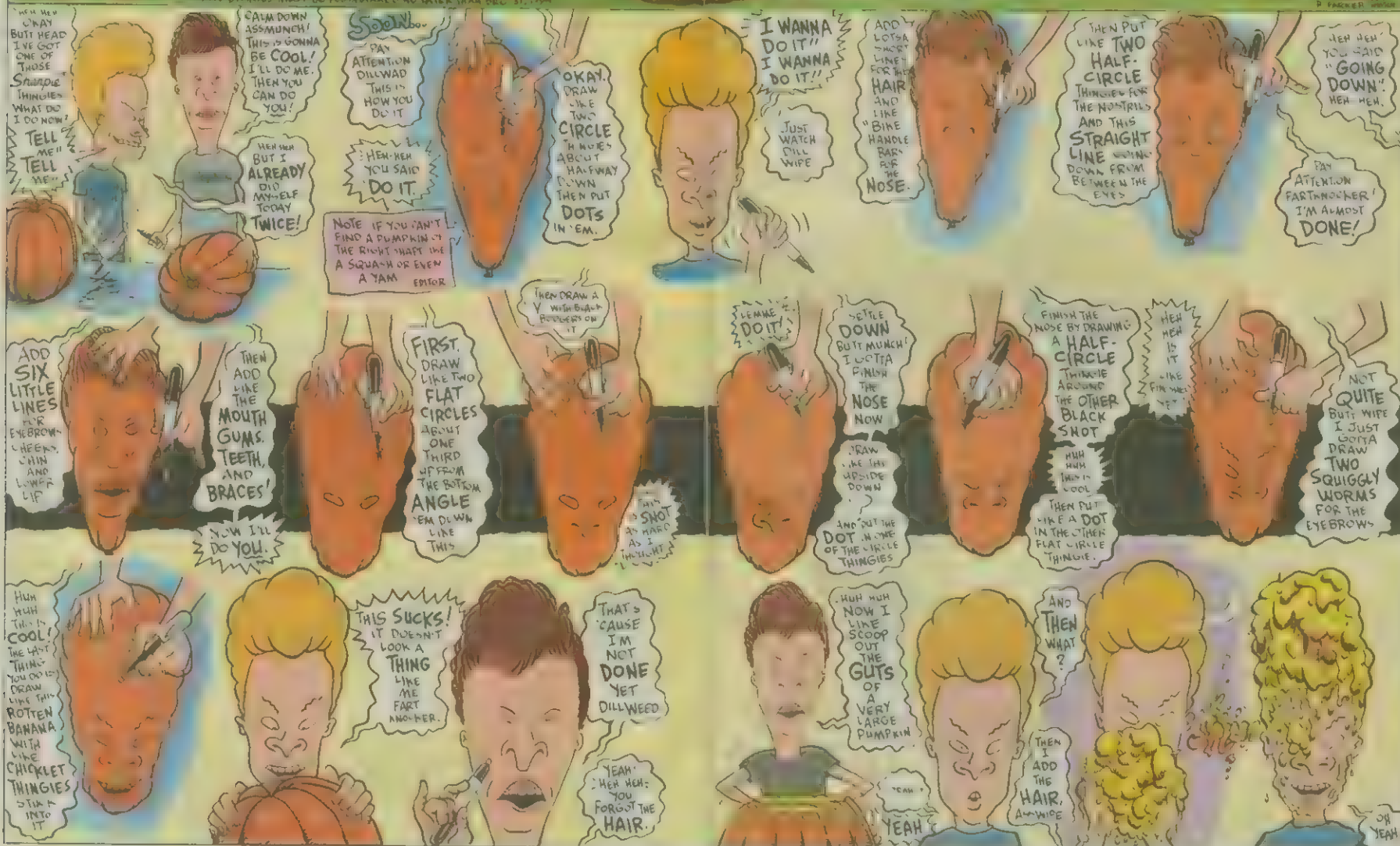


AKA
WRESTLING

ATTENTION DILLWEEDS!

JERK O LANTERN

*ALL ENTRIES MUST BE POSTMARKED NO LATER THAN DEC. 31, 1994



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IT'S ALSO
MARVEL'S
TWOEST

MARVEL

COMING FROM THE
THE BACK OF THE BOOK
THE HEROES EVIL

WHOA! THESE TWO CHICKS
ARE FIGHTING!

YEAH! YEAH!
CAT FIGHT!
CAT FIGHT!

WELL
WELL WELL
LOOKS LIKE I
CAUGHT ME
A CAT
BURGLAR

LOVE WATCHING
CHICKS FIGHT!
YEAH! YEAH!
PUL HER HAIR
KICK HER
KICK HER!

YOU HAVEN'T
CAUGHT ME
YET.

I'VE BEEN A
BAD LITTLE
FUNNYCAT!

YEAH
SPANK
HER
SPANK
HER

THE ONLY WAY THIS
COMIC COULD BE BETTER
WAS IF THOSE CHICKS
WERE NAKED!

WELL IT
LOOKS LIKE
I'VE
COME OUT
ON TOP!

I'M
NOT
LICKED
YET

YEAH!
YEAH!

NO WAY, BUTT-HEAD! IT'S
MINE! I'VE YOUR NATURAL
GEOGRAPHICS
MAGAZINE!

BEAVIS, I NEED TO BE
ALONE WITH THIS COMIC
BOOK FOR A WHILE!

MARK BRACKMAN '94

BARRY DUTTER
WORDS



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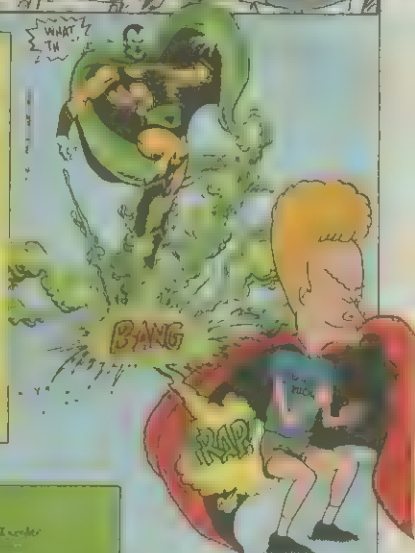
I am writing in regard to your publication "BTV's BEAVIS AND BUTT-HEAD" number 6 (cover dated October 1994).

During September 1994, the two main characters depicted in your magazine (Dr. Weir and Beavis) were shown as COOL WARRIOR and DR. WEIRD. It was a fairly clever issue, with the running gag of turning a TM (trademark) listing after the names over and they were used.

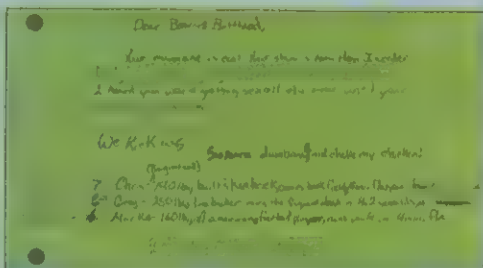
Unfortunately, there already is an existing character by the name of DR. WEIRD and I co-own the copyright on it.

We feel that an apology should be printed in the letters page, and that it would be appropriate to run an illustration of the real DR. WEIRD, with correct copyright info. Thank you.

Samy S. Clark



UH'HEH HEH.
WE'RE LIKE SORRY ABOUT THAT, BUT,
YOU KNOW, HE'S REALLY NOT THAT WEIRD.



SO, EHH HUH. YOU GUYS LIKE TO PLAY WITH YOUR BALLS ON THE FIELD...

Dear Beavis & Butt-head,

Hey! You guys are the most idiotic, brainless, anti-social twinks I've ever seen! My god, you set standards for every adolescent in America. That sucks.

Anyways, I guess you guys have your good sides, like when you helped Anderson with his yams, or when you learned about history.

I'm giving you guys a picture of what you'd look like if you were cool. Professor Beavis and Gambutt, huh. Huh-huh, check out Rague, huh-huh!

Well, keep being butt munching fund leaves, because I guess it's making you rich.



Have fun, puny-people.

NATE BOSCHINGER
LAKEWOOD, OHIO

Buttless, round, and cool
in 100 years, special
today.

UH... HERE'S ANOTHER EPISSUL... THAT'S "EPISTOL" DUMBASS!

Dear Beavis and Butt-head,
You guys rule, but then again you guys kind of suck, but that's pretty cool. School sucks because you have to work, work sucks. The only thing that rules in school is sex education. There's like this chick in my class, and that's pretty cool. Chicks are cool. It would be cool if Punisher would kick Principal Medicine's ass. The only thing cooler than violence is dirty stuff. I like, have this dirty magazine under my bed and my mom doesn't know about it.
John Mclellan



UH-HUH-HUH! BEAVIS, YOU'RE LIKE DEAD FROM THE WAIST DOWN.



HEH-HEH NOW SHE DOES!

NEXT

UM... ME AND BEAVIS, LIKE, GO OVER TO STEWART'S HOUSE TO ~~CELEBRATE~~ LIKE EAT FOR THANKSGIVING.

UH-HUH-HUH I'M CLOSE TO HER THINGIES.

BEAVIS AND BUTT-HEAD
LOOK-A-LIKE CONTEST

UH-HUH-HUH: THESE DUDES LIKE, KINDA LOOK LIKE US, SO LIKE THEY'RE RUNNERS-UP OR SOMETHING. SO, UH, GOOD JOB, MATTHEW AND SOLOMAN AND LUKE RAMBO

YOU TWO DUDES ARE ALMOST AS COOL AS US.



CHECK OFF



Standout X-Men Titles

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- ☐ XAV X-Men Adventures
- ☐ XME Uncanny X-Men
- ☐ FAC X-Factor
- ☐ XFO X-Force
- ☐ MEN X-Men
- ☐ X99 X-Men 2099
- ☐ KEY X-Men: The Early Years

The One and Only Spider-Man

- ☐ SPI Spider-Man
- ☐ AMZ Amazing Spider-Man
- ☐ WEB Web of Spider-Man
- ☐ PPK Spectacular Spider-Man
- ☐ S99 Spider-Man 2099
- ☐ SMA Spider-Man Adventure

More From Marvel

- ☐ CAM Captain America
- ☐ FAN Fantastic Four
- ☐ G99 Ghost Rider 2099
- ☐ FWK Force Works
- ☐ INC Incredible Hulk
- ☐ H99 Hulk 2099
- ☐ WMC War Machine
- ☐ THU Thunderstrike
- ☐ SCL Sabertooth Classics
- ☐ GEN Generation X
- ☐ FFO Fantastic Force
- ☐ IRM Iron Man
- ☐ CAD Conan The Adventurer
- ☐ WAR Warlock & Inf. Watch
- ☐ AVE Avengers
- ☐ GHR Ghost Rider
- ☐ DDV Daredevil
- ☐ SIL Silver Surfer
- ☐ BWF Blackwolf
- ☐ DOC Dr. Strange
- ☐ HWK Darkhawk
- ☐ CAB Cable
- ☐ SUB Namor
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